0: Introduction

1: Developing Debugging

2: Rules

3: Variables and types

4: Functions

5: Objects, Properties and methods

6: Arrays

7: Control and conditionals

8: Loops

9: DOM

10: DOM Manipulation

11: DOM Event

12: Browser Events

**Javascript**

**F0**

1. UpdateWeatherMainHTML()- Javascript innerHTML, Objects
2. UpdateWeatherDetailHTML()- Javascript HTML String creation

F4:

1. ConvertTemperature, Wind, Humidity Functions – Javascript Functions, Returns

**F5:**

Build an example weather object. Solution: Starterkit-Weather object

1. Toggle sidebar, Toggle Details view – Javascript events

**F7:**

1. ChangeCurrentDay() – Javascript Logik, DateStrings
2. UpdateColorScheme() – Javascript CSS Manipulation

**F10:**

1. Show / Hide Loading overlay - CSS Transitions, Animations

**API**

LocateMe, getLocation, getCoordinates, getCityname – Javascript Geolocation, Geocoding

**jQuery**

1. ChangeTempUnit, changeWindUnit – jQuery
2. getAPIData() – jQuery, getJSON
3. Show city List - jQuery DOM Insertion
4. setCityClickable - jQuery Plugins

**jQuery UI**

1. addCity + Sortable - jQuery Interaction, jQueryUI Widgets